Emerging cameras are equipped with two or more lenses to take images from multiple viewpoints, such as Fujifilm Sony HDR-TD10 and Viewplus Profusion 25. The multi-view input data provide new opportunities to advance the state-of-the-art of image/video processing. In this talk, I will present two case studies: image denoising and video stabilization. In image denoising, we demonstrate that by exploiting data redundancy both within each individual image and across different views using a simple scene geometry constraint, our method substantially outperforms the state-of-the-art single image denoising, e.g. BM3D. In video stabilization, we demonstrate that multi-view data enable us to achieve superior video stabilization than state-of-the-art methods, such as Apple iMovie and 2D3 SteadyMove Pro. It is also robust to videos shot under harsh conditions (large scene parallax, violent shake, nearby dynamic targets).